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LIFEFORM

SETUP

One player is the **lifeform**. The other players are the ship's **crew**, and each starts with **2 characters**. The ship's cat, the mainframe, the android, and the lifeform are not characters.

Place the *Valley Forge* board on the table. Place the *Remora* shuttle token in the space linked to the Shuttle Bay, the *Mining Laser* card and token faceup in the space linked to Engineering, and the *Flamethrower* card faceup in the space linked to the Improvised Weaponry column of the **shuttle loadout**.

Shuffle the **terror deck** and place it facedown near A-deck.

Place a number of **mission tokens** corresponding to the number, in every chamber with a number in the bottom right corner.

Place these tokens on the start positions on their respective tracks: **malfunction**, **android status**, **cocoon** (use the track corresponding to the number of players), and **self-destruct** (2 players: space 25; 3 players: space 28; 4 players: **START** space). Place the **android** standee on the **ANDROID MALFUNCTIONS!** space on the malfunction track.

In a 2 player game, place the **overheating token** on the 2P space in the Coolant column of the shuttle loadout.

Shuffle the **crew deck**. Each player draws 3 cards; then place the deck facedown near the board. Players cannot show each other the crew cards in their hands, but may discuss their capabilities in suitably vague thematic terms.

Shuffle the **10 character disks**. Each player randomly picks 3 disks, then secretly picks 2 of them as their characters. Simultaneously reveal all chosen character disks and remove the rest from the game.


Each crew player takes the character sheets matching their chosen characters (with the correct side faceup depending on the number of players in the game), and places their character disks in the Galley. On each character sheet, place **1 skill token** in the skill inactive slot, and **1 survival token** in the survival inactive slot. Each character takes **1 large heat analyzer token**.



In a 2 player game, the crew player places the **ship's cat deck** faceup near them, and the **ship's cat disk** in any vent chamber.

The lifeform player takes the **lifeform role board**. Place the **hostility tracker** on the appropriate starting space for the number of players, and a **survival token** in the survival inactive slot.

Shuffle the **lifeform deck**. The lifeform player draws 3 cards and places the deck facedown near the lifeform role board.

Place the **3 stowaway cards** faceup beside the lifeform role board.

The lifeform player takes **1 vent token** (in a 4 player game, take 2 vent tokens). They then place **1 power outage token** in a chamber on A deck, **1** in a chamber on B deck, and **1** in a chamber on C deck. In a 4 player game, repeat this process so there are 6 tokens in 6 different chambers. They cannot be placed on  chambers or on the *Remora*.

The lifeform player places any 2 of the **lifeform images** (standees) in 2 different lifeform start chambers , placing the third image to one side. Take the **3 lifeform identifier tokens** and perform a **reality calibration**. Place **1 terror token** in a chamber on C deck (it cannot be placed on a  chamber).

Each crew player draws **1 secret objective card**, reading it and keeping it secret from the lifeform player. Any that say *Decide* *Immediately* are revealed and resolved one at a time in an order chosen by the crew; the rest belong collectively to the crew. Remove all secret objective cards not drawn from the game.

REALITY CALIBRATION

If instructed to perform a **lifeform calibration**, the lifeform player secretly chooses which of the lifeform images on the ship is the real lifeform (the others are **sensor ghosts**).

Place its matching lifeform identifier token facedown by your lifeform role board, and the other tokens facedown to one side.

ORDER OF PLAY

STARSHIP STAGE

The **STARSHIP STAGE** is played over a series of rounds. In a round, perform the following **3 phases** in order.

1. CREW ACTIVITY PHASE

Starting with the player to the left of the lifeform and going in clockwise order, each player takes **1 turn** consisting of the following **2 steps**, then the phase ends.

At any point during their turn, the active player (with the agreement of all other players) can launch the *Remora* if all the criteria to do so are met.

When the *Remora* launches, the **STARSHIP STAGE** immediately ends and the **LAUNCH THE REMORA SEQUENCE** begins.

STEP 1: COLLECT MISSION TOKENS



Check each of your non-hidden characters one at a time, in an order of your choice. If the character is in a chamber with **1** or more mission tokens in it, you must collect **1** of those mission tokens.

Immediately place it on the bottommost empty space of a **shuttle loadout** column that has at least **1** empty space. There is no set order in which columns must be filled.

If the active crew member has all of their surviving characters on board the *Remora*, their turn always skips this step and they only perform step 2 when they are executing the **USE REMORA ENERGY CELL** activity (they are still considered to have had a turn). Instead, they may launch the *Remora* if all criteria are met.

STEP 2: PERFORM ACTIVITY

You must perform **one** of these activities:

EQUIP

Either **draw 2 crew cards** and **advance the self-destruct tracker 1 space**, or **draw 3 crew cards** and **advance the tracker 2 spaces**.

After drawing cards, if you have more than 6 cards in hand, choose and discard cards until you have only 6 cards.

PLAY A CREW CARD

Play a **crew card** from your hand and choose 1 horizontal row of **action icons** on that card to activate, then discard the card. Each icon within the chosen row is an action that can be taken (they may be executed in any order).

An action row can only be chosen if at least **1** of the actions within that row changes the game state. Each action in a row must be executed if possible *and* it must be executed in a way that changes the game state, if possible.

If an action is from the standpoint of a character, then the action must be executed through one of your characters, and the action's rules are carried out with respect to that character.

Icons featuring a lightning bolt are **reactions**, not actions. They are always in their own row, and you cannot choose to execute them in this phase.

ACTIVATE SKILL



Choose one of your characters. This activity can only be performed if the skill token on their character board is in the **skill inactive** slot.

Activate the skill ability on the character's board by shifting the skill token to the skill active slot. If it's a one-use-only ability, resolve it now. If it's an ongoing ability, it's now active for the remainder of the game.

USE HEAT ANALYZER

This activity can only be performed if you have a **heat analyzer token**.

Remove your token from the game to draw 2 crew cards. Then, if a lifeform image is *not* within a 2 chamber range of one of your characters (via corridors and/or tunnels, ignoring any security door token), the lifeform draws 1 lifeform card.

All heat analyzer tokens are removed from the game when the self-destruct tracker reaches the 10 minute mark.

SHOOT THE MINING LASER

Choose one of your characters as the shooting character. This activity can only be performed if you have the *Mining Laser* card in hand, that character is not hidden, there's an eligible target, and there's no power outage token in that character's chamber or in the target's chamber.

The shooting character must shoot a **lifeform image** or the **android**:

Shoot a lifeform image in a chamber adjacent to the character (via corridor or tunnel). You must move the lifeform image to a chamber adjacent to the chamber it is in (other than the shooting character's chamber) and the lifeform must discard its hand of cards. The lifeform does not reveal whether the lifeform image represents the real lifeform or a sensor ghost.

Shoot the android in the character's chamber or an adjacent chamber (via corridor or tunnel). The android status tracker is placed on the **DESTROYED** space, and the android is removed from the game.



Place a **power outage token** in the chamber where the target was shot (but never in the Shuttle Bay). **Advance the hostility tracker 1 space**. Then remove the *Mining Laser* card from the game.

The first time any character moves into Engineering (C deck), that player adds the *Mining Laser* card to their hand.

USE REMORA ENERGY CELL

This activity can only be performed by a crew member aboard the *Remora*.

While docked at the Shuttle Bay, the *Remora* token is considered a chamber, but only for the purposes of movement; tokens cannot be placed on the *Remora*, and lifeform images cannot move into or attack into the *Remora*.

No character (not the android or the ship's cat) is permitted to enter the shuttle before the self-destruct tracker reaches or passes the 20 minute mark.

Characters cannot leave the *Remora* once aboard, but on their turn, a player may discard a card and remove an energy cell from the loadout, to either:

- 1. Electrify deck plating:** move all lifeform images on the Shuttle Bay and Docking Hub 1 to adjacent chambers of the player's choice; or
- 2. Shut emergency bulkhead door:** place the security door token on any Docking Hub 1 exit; then remove the token at the start of your next turn.

2 PLAYER GAME: THE SHIP'S CAT

In a 2 player game the **ship's cat** may move once each crew member turn. Also, once at any point during the turn, the crew member player may play a ship's cat card from their supply, then discard the card from the game. After the last ship's cat card is played, place the ship's cat on the *Remora*.

Alternatively, instead of playing a ship's cat card, at any point during your turn you may remove all remaining ship's cat cards from the game and place the ship's cat on the *Remora*. Once on board, the ship's cat takes no further part in the **STARSHIP STAGE**.

2. ANDROID PHASE

If the android is inactive or destroyed, skip this phase.

The android attempts to move to the next adjacent chamber along the **android AI path** (the dotted line from the Hypersleep chamber to the *Remora*).

If there are one or more non-hidden characters in the android's chamber, the android does not move.

The android starts the game inactive. When the malfunction tracker reaches the **ANDROID MALFUNCTIONS!** space, the android becomes active and is placed in the Hypersleep chamber.

MOVING THE ANDROID

If there are no non-hidden characters in the android's chamber, and the **ANDROID-PATHWAY-DEVIATION** action *has not* been executed by the lifeform yet, then:

- If there is no security door blocking the android's progression to the next chamber along the android AI path, the android moves to that chamber.
- If a security door is blocking the android's progression to the next chamber along the android AI path, the android does not move. Instead:
 - If the **security door token has its full-lock side up**, flip the security door token to its half-lock (red X) side.
 - If the **security door token has its half-lock side up**, return the security door token to the supply.

If there are no non-hidden characters in the android's chamber, and the **ANDROID-PATHWAY-DEVIATION** action *has* been executed by the lifeform previously, the lifeform chooses the android's action. They must either:

- Move to an adjacent chamber via a corridor that is not blocked by a security door, or
- If the security door token is blocking a corridor leading from their chamber, they may instead undertake the same security door bypass procedures explained above, regardless of whether the security door is on the android AI path, or blocking the most direct route to the *Remora*.

The android and the lifeform do not interact and may move into and through chambers at the same time with no effect.

If the android has not entered the *Remora*, the phase ends.

ANDROID ENTERS THE REMORA

If the android enters the *Remora*, the lifeform removes a number of mission tokens from the shuttle loadout equal to that specified by the android status tracker's space, and returns them to the token pool.

The lifeform can remove mission tokens from any combination of the 5 columns, but within each column, tokens are always removed from the top first.

If there are an insufficient number of mission tokens to remove, the excess is ignored.

Finally, move the android status tracker to the **DESTROYED** space, destroying the android.

CHARACTERS VS THE ANDROID

A character in the android's chamber can't leave the chamber.

The presence of an android prohibits use of **MOVE** actions and **RUN!** actions/reactions.

Because the presence of a character means the android also can't leave the chamber, either the android must be destroyed or the character must be killed for the other to move on.

To destroy the android, the crew will need to execute **SHOCK-PROD** or **FLAMETHROWER** actions (to advance the android status tracker towards the **DESTROYED** space), or perform the **SHOOT THE MINING LASER** activity.

3. LIFEFORM ACTIVITY PHASE

The lifeform is encouraged to sound out, in a suitably automated voice, the self-destruct timer position (eg, "You have T-minus twelve minutes to reach minimum safe distance").

The lifeform must perform **one** of these activities:

LURK

This activity may only be taken if you have fewer cards in hand than the lifeform's maximum hand size (as set by the position of the cocoon tracker on the cocoon track).

Before drawing, you may discard cards equal to the relevant life cycle evolution number on the cocoon track. Then draw cards from the lifeform deck until you have cards in hand equal to your maximum hand size. The final space has actions and a lifeform image bonus, but no evolution number: you cannot discard cards before drawing any new cards.

USE VENT

This activity can only be performed if you have a **vent token** in your supply. Remove one of your vent tokens from the game, and execute a **VENT** action.

You gain a vent token when the self-destruct tracker reaches the 20 minute mark.

PLAY A LIFEFORM CARD

Play a **lifeform card** from your hand, choosing 1 horizontal row of **action icons** on that card to activate, then discard the card. Each icon within the chosen row is an action that can be taken (they may be executed in any order).

The showdown icons along the bottom edge are not used until the **SHOWDOWN STAGE**.

The same rules that govern the playing of a crew card and executing its actions apply to the playing of a lifeform card.

MOVEMENT

Each move is always to an adjacent chamber. An adjacent chamber is connected to a current chamber by a corridor or tunnel through which you are allowed to move, if that corridor/tunnel is not blocked by a **security door token**.

All moveable entities (characters, lifeform images, the android, and the ship's cat) can move through a **corridor**.

Only lifeform images and the ship's cat can move down a **tunnel**.

Chambers that appear to share a wall, but aren't connected by a corridor or tunnel, are not adjacent.

If an action allows for multiple moves by the same entity, each of those moves is assessed separately and independent of the previous, however the entire movement is considered to have happened as one continuous process.

If an action provides for multiple entities to move, they don't need to start in the same chamber, they don't need to end in the same chamber, and do not resolve any consequences of movement until all movement is complete.

A character cannot move out of the android's chamber, or into a chamber containing both a lifeform image and the android. However, other circumstances may result in all 3 being in the same chamber.

A character cannot enter the *Remora* unless the self-destruct tracker has reached or passed the 20 minute mark. A character cannot leave the *Remora*.

Lifeform images cannot use **MOVE** actions to enter a chamber containing characters. Only the real lifeform can enter a chamber containing one or more characters, and it only does so by initiating an attack (not a move).

A lifeform image cannot enter a chamber occupied by another lifeform image. A lifeform image cannot enter the *Remora*.

CHARACTER MEETS TERROR



Whenever a character is in a chamber containing a **terror token** and no lifeform image, return the token to the supply, then draw a **terror card** and follow its instructions.

CHARACTER MEETS LIFEFORM IMAGE

When a character moves into a chamber containing a lifeform image, the lifeform must reveal the identity of the lifeform image.

If the lifeform image in the chamber is a **sensor ghost**, advance the self-destruct tracker 1 space, then place the sensor ghost in the character-free chamber nearest to the real lifeform (if there are multiple options, the lifeform chooses). If the lifeform has 3 images in play, remove one of them from the game.

If the lifeform image in the chamber is the **real lifeform**, it immediately initiates an attack on the character.

In either case the lifeform performs a **reality calibration** afterwards.

ATTACK

An **attack** may occur if a non-hidden character is in the same chamber as the real lifeform, but to **initiate** an attack, the real lifeform must start its attack from an adjacent chamber. An attack cannot be initiated against a hidden character.

Follow this attack sequence:

1. The lifeform must first confirm that the attacking lifeform image is the real lifeform by revealing their chosen lifeform identifier token to the crew.
2. Move the real lifeform into the attacked chamber.
3. Each crew player with non-hidden characters in the attacked chamber may respond to the attack (in any order) by playing a crew card with a **reaction** icon on it. **Each crew member can play a maximum of 1 crew reaction in each lifeform activity phase.**

As each reaction is initiated, the lifeform may respond to it by executing an eligible reaction of its own.

If a crew reaction isn't cancelled, execute the crew reaction, discard the card, and **advance the hostility tracker 1 space**.

4. If the attack has not been cancelled entirely, all characters that were not able to avoid the attack are killed.
5. The lifeform moves each sensor ghost to the nearest character-free chambers adjacent to the attacked chamber (if multiple, lifeform's choice). There can only ever be 1 lifeform image per chamber.
6. The lifeform performs a reality calibration.

CREW REACTIONS

HIDE (REACTION)



Allows the player's attacked character to avoid the attack; however it doesn't stop the attack repercussions for other attacked characters.

After the attack, the lifeform image and the character remain in the same chamber but the character is now **hidden**.

A **hidden** character can co-exist in the same chamber as a lifeform image, but cannot collect mission tokens; cannot initiate reactions; cannot use **FLAMETHROWER**, **FLAMETHROWER-COCOON** or **FLAMETHROWER-ANDROID** actions; cannot use the *Mining Laser* card; cannot make a **PANIC MOVE**; cannot be targeted by an attack; cannot be targeted by the lifeform's **FORCE-MOVE** action; and cannot be killed by the lifeform's **ANDROID KILL SURVIVAL** ability.

In all other respects hidden and non-hidden characters are the same. A hidden character remains hidden until they leave their chamber or until there is no lifeform image in the chamber, whichever happens first.

RUN! (REACTION)



Allows the player's character to avoid an attack or a **HULL BREACH**. The character immediately makes either 1 or 2 moves, which must stop if entering a chamber containing a terror token; cannot be through the same corridor that the lifeform image used to enter the chamber (if in response to an attack); cannot be through a security door; cannot enter or pass through a chamber containing a lifeform image; and cannot enter or pass through a chamber containing a power outage token.

If the attack was generated by the lifeform's **VENT** action, and the lifeform image was in an adjacent chamber to the attacked character, the character cannot move through a corridor connecting those chambers (not even to reach a different chamber).

A **RUN!** reaction cannot be used in a chamber containing a power outage token; or in the android's chamber.

SHOCK-PROD (REACTION)



Cancels an attack, leaving all characters in the attacked chamber safe. The attacking lifeform image is moved back to the chamber from which it moved, via the same corridor/tunnel.

If the attack was generated by the lifeform's **VENT** action, the lifeform image can be moved to any adjacent character-free chamber (the player chooses) where access is not blocked by a security door. If this is not possible, this reaction cannot be played.

A **SHOCK-PROD** reaction cannot be used in a chamber containing a power outage token; or in the android's chamber.

LIFEFORM REACTIONS

RUN! CANCEL



Cancel a **RUN!** reaction played by a crew member (discard the **RUN!** reaction card with no effect). Cannot cancel a **RUN!** action or be used to prevent a crew member escaping a **HULL BREACH**.

SHOCK-PROD CANCEL



Cancel a **SHOCK-PROD** reaction played by a crew member (discard the **SHOCK-PROD** reaction card with no effect). Cannot cancel a **SHOCK-PROD** action.

CHARACTER DEATH

When a character is killed, remove their disk and character board from the game, then **advance the hostility tracker 2 spaces**.

Next, the lifeform player must decide whether the kill was **noisy** or **silent**. A silent kill triggers nothing further: move on to **TAKING CONTROL**. A noisy kill triggers a **PANIC MOVE**.

PANIC MOVE

Each surviving non-hidden character on the *Valley Forge* (not the *Remora*) must undertake a **panic move**, instantly moving into an adjacent chamber. No crew cards are played to do this move. The crew collectively decide the order of the moves, and the player controlling each character decides which of the eligible adjacent chambers their character moves into.

A panic move cannot be into a vent chamber, a chamber containing a power outage token, a chamber containing a terror token, a chamber containing a lifeform image, or the android's chamber. If there is no eligible adjacent chamber to move into, or if the character is in the same chamber as the android, it does not make a panic move and stays where it is.

If multiple characters are killed simultaneously, only 1 panic move is triggered for each surviving character.

Motoko may ignore all panic moves (or make them if she wishes).

TAKING CONTROL

When one of a crew member's characters is killed, they continue playing with their remaining character.

When a crew member's last remaining character is killed:

2 player game: the lifeform immediately wins the game.

3 or 4 player game: the crew member takes control of a character from a crew member who still has 2 surviving characters, taking its character board, and maintaining its current state. No other cards or tokens are exchanged between the crew members.

If no crew member has 2 surviving characters, instead discard your hand of crew cards (remove the *Mining Laser* and/or the *Flamethrower* cards from the game). Then:

3 player game: take control of either the ship's cat or the SIS-TER mainframe for the remainder of the game.

4 player game: take control of either the ship's cat, or the SIS-TER mainframe for the remainder of the game, whichever hasn't been taken yet.

THE SHIP'S CAT

When this role is chosen, the crew member:

1. Returns all tokens from their personal supply to the token pool.
2. Places 2 spare tokens on the ship's cat role board starting spaces.
3. Places the ship's cat disk in any vent chamber that contains no characters and no lifeform images.

When it is this crew member's turn during the crew activity phase, instead of resolving a normal turn, they may if they wish move the ship's cat to an adjacent chamber (the ship's cat can move through tunnels as well as corridors), and then perform **one** of the following:

1. Move 1 token 1 space forward on the ship's cat role board.
2. Play a ship's cat card from their supply, then discard the card.
3. Pass.

The ship's cat is *not* a character, and cannot be attacked or otherwise affected by lifeform images or the android. The ship's cat cannot collect mission tokens. The ship's cat can regain cards by moving its tokens onto trigger spaces on its role board.

THE SIS-TER MAINFRAME

When this role is chosen, the crew member:

1. Returns all tokens in their personal supply to the token pool, except any data tokens, which are kept.
2. Places 2 spare tokens on the mainframe role board starting spaces.

When it is this player's turn during the crew activity phase, instead of resolving a normal turn, they may perform **one** of the following:

1. Move 1 token 1 space forward on the mainframe's role board.
2. Play a SIS-TER mainframe card from their supply (read it aloud in a robotic voice), then discard the card.
3. Pass.

The SIS-TER Mainframe can regain cards by moving its tokens onto trigger spaces on its role board.

LAST MAN ABOARD

If one or more crew members are onboard the *Remora* (but haven't launched), and one crew member is still alive onboard the *Valley Forge*, and if the lifeform kills that character, ignore the stowaway card selection.

The lifeform automatically stows away on board and Ending C is enabled. All normal *Remora* launch requirements remain unchanged.

LIFEFORM ENDGAME

LAUNCH THE REMORA SEQUENCE

The criteria to commence this sequence are:

- At least 1 surviving character is on board the *Remora* (the ship's cat doesn't count),
- All secret objectives have been completed (if using them),
- The shuttle loadout is prepared for launch when:

Improvised weaponry: each space below the **minimum** red bar in this column contains a mission token.

Coolant: 2 player game: each space below the overheating token in this column contains a mission token. 3 or 4 player game: each space below the **minimum** red bar in this column contains a mission token.

Energy cells: each space below the **minimum** red bar in this column contains a mission token.

Spacesuits: contains 1 mission token for each surviving character aboard the *Remora* (the ship's cat is not a character).

- The ship's cat (if in play) is aboard the *Remora*, and
- All crew members currently aboard the *Remora* agree to launch.

The *Remora* is launched and there are 3 possible endings:

ENDING A

If the self-destruct tracker hasn't reached or passed the 9 minute mark, and all surviving characters are on board the *Remora*, the crew has successfully escaped the doomed *Valley Forge*.

Read aloud:

You sit gasping, each breath a quiet roar of defiance against the death you have so narrowly escaped. You wearily go through the basic training steps of closing down all non-vital equipment, and lay down in your gel pouches to absorb the stress of acceleration and the blast wave. You are the survivors. That is your badge of honour. Your dreams shall be your burden.

The crew has won the game.

ENDING B

If the self-destruct tracker has reached or passed the 9 minute mark and all surviving characters are on board the shuttle, the crew has escaped the *Valley Forge*'s destruction. But ... do they have an unwanted intruder on board?

Read aloud:

With moments to spare, you hurl yourself through the airlock, hit the purge buttons and grab a support strut as the ship explodes behind you, throwing the shuttle into a lunatic spin on both axes.

Soon the shuttle's thrusters slowly regain control of the shuttlecraft. Battered and bruised from being thrown through space, you are exhausted beyond reason, but somehow find the strength to begin to check the dark shadows of the shuttle for any trace or remnant of the horror you hope you left behind.

The lifeform reveals their chosen stowaway card. If the minute-mark of the self-destruct tracker's space is within the range (inclusive) prescribed on the chosen stowaway card, the lifeform has correctly guessed when the *Remora* would launch.



If the lifeform has collected the **stowaway token** it may add or subtract 1 to the minute mark (without actually moving the tracker) if it helps move the number within the required range. Either way, the token is then removed from the game.

If the lifeform guessed incorrectly, the crew has won the game.

If the lifeform guessed correctly, and if the chosen card was the 1-2 minute stowaway card, the lifeform keeps it for use during the showdown stage (even if the stowaway token was required to move the tracker number within its range). Otherwise the chosen stowaway card is removed from the game.

Proceed to the **SHOWDOWN STAGE**.

ENDING C

If there are surviving characters on both the *Remora* and the *Valley Forge* the crew may wish to launch, leaving some crew members on board the *Valley Forge* to their fate. They may do so, but only after the self-destruct tracker has reached or passed the 9 minute mark. The crew has escaped the *Valley Forge*'s destruction, but they definitely have an unwanted intruder on board.

Read aloud:

"We all knew it had to be done". In your mind, you hear the screams of those you've deserted being torn apart by the creature, or consumed by the ship's explosion. You whisper a silent prayer as you gaze out the rear port; your face bathed in orange light as the last of the starship's fireball vanishes. Behind you, you hear a sound that sends unholy crawling shivers down your back. You slowly turn to face your living nightmare ...

The lifeform removes its chosen stowaway card from the game, may discard any unwanted lifeform cards equal to the evolution number reached on the cocoon track, and then draws new lifeform cards back up to their maximum hand size.

Proceed to the **SHOWDOWN STAGE**.

SHOWDOWN STAGE

All hand size restrictions remain in force during the **SHOWDOWN** stage. Only the showdown icons along the bottom edge of lifeform and crew cards are used. All 5 icons appear among crew cards, but lifeform cards do not have the harpoon gun icon.

HIBERNATION SEQUENCE:

1. Find the number to the left of the highest placed mission token in the **improvised weaponry** column in the shuttle loadout. The players collectively draw this many crew cards and, without looking at them, share them amongst the players that have at least 1 surviving character, adding them to their existing hand of crew cards. One crew member may take them all, or they may be divided in any manner.
2. Each crew member takes its surviving characters from the *Remora*, and places them on their respective character boards.
3. Form the **crew pool** (a shared pool of tokens the crew members use to defend themselves):
Remove the *Remora* token from the board; add it to the crew pool.
For each compartment (not space) in the **halon gas** column that's fully covered by mission tokens, add a **halon gas blast token** to the crew pool.

In a 2 player game, add 1 more halon gas blast token to the crew pool.

4. Find the highest valued number in the **energy cell** column not covered by a mission token. The lifeform draws this number of lifeform cards, picks 1 and adds it to its hand, then discards the rest.
5. Kill each character still aboard the *Valley Forge*. Remember to advance the hostility tracker by 2 spaces for each, and to remove the killed characters from the game.
6. Find the number on the highest numbered red claw icon space reached or passed by the hostility tracker on the lifeform's board. The lifeform collects this many hostility tokens.

Surviving crew member: A crew member with at least 1 surviving character is a surviving crew member and can be targeted for elimination by the lifeform.

Ship's cat player: In a 3 or 4 player game, if a crew member has taken control of the ship's cat, they are not a surviving crew member. But they do get to choose when to use the ship's cat to match a showdown icon on a surviving crew member's behalf, after which they are eliminated from the game.

SIS-TER mainframe player: In a 3 or 4 player game, if a crew member has taken control of the SIS-TER mainframe, they are not a surviving crew member. Their only function is to choose when to use their data tokens to match showdown icons on a surviving character's behalf. When all their data tokens have been used, the player is eliminated from the game.

THE LIFEFORM INITIATES A FIGHT:

1. The lifeform declares which crew member it is targeting. The crew member must have at least 1 surviving character. If this isn't the first fight, then the targeted crew member must be a different player from that targeted in the last fight (unless there's only 1 surviving crew member, in which case they must be the target).

2. The lifeform determines which **showdown icons** will form the fight:

It must choose and play one of its lifeform cards facedown, unseen by the crew, adding its showdown icons to the fight. This is the **lifeform fight card**.

It may add any number of **hostility tokens** from its personal supply; **each added hostility token adds 1 red claw icon to the fight**.

It may add the **1-2 minute stowaway card**, adding its showdown icons to the fight.

3. The crew may discard one of the following items to cancel this fight, but all crew members must agree:

A **halon gas blast token** from the crew pool.

The **Remora token** from the crew pool.

The **mining laser card** from any surviving crew member's hand.

If they do, all cards and tokens used in this fight by the lifeform are revealed and discarded, and this fight is over. Ignore the remaining steps in this fight sequence.

4. Reveal the lifeform fight card. If the number of showdown icons added to the fight in step 2 exceeds 5, the lifeform chooses which 5 will be the fight icons (the excess are lost), otherwise all showdown icons added to the fight in step 2 are the fight icons.

5. To survive the fight, **each fight icon must be matched**. Each of the following options to do so may be taken multiple times per fight.

Play a crew card: The targeted crew member may play a crew card from their hand. Each showdown icon on a played card may be used to match a fight icon of the same type (other players cannot add cards during this fight).

Two-for-one: Any 2 crew showdown icons (same or different, from cards and/or tokens) can be combined to auto-match 1 fight icon.

Harpoon crew card (harpoon gun icon): the targeted crew member can play this to auto-match any 3 fight icons.

Harpoon token (expansion only): The targeted crew member can discard a harpoon token from their personal supply to auto-match 1 fight icon.

Data token: the targeted crew member, or the SIS-TER mainframe player if in the game, can discard a data token from their personal supply to auto-match 2 fight icons that are identical to those on the data token. A data token can't be used to auto-match just 1 fight icon.

Surplus character: Any crew member with 2 surviving characters may remove one of their characters from the game to auto-match one fight icon, at any time.

Ship's cat: The player controlling the ship's cat can remove the ship's cat from the game to auto-match 1 fight icon. In a 3 or 4 player game, that player is then eliminated from the game.

Any excess icons and any excess auto-match capability are lost, and do not carry over into future fights.

6. If one or more fight icons were not matched, the targeted crew member is eliminated from the game. Remove all of their characters, unused cards, and unused tokens from the game.

7. Discard all cards and tokens used during the fight.

If there's still a surviving crew member, and the lifeform still has a lifeform card in hand, the lifeform initiates another fight using this combat sequence. The game continues until:

The lifeform cannot play a lifeform card, and at least 1 surviving crew member has not been eliminated. The crew wins the game.

The last surviving crew member is eliminated and the lifeform wins the game.

LIFEFORM

STARSHIP STAGE

1. CREW ACTIVITY PHASE

Starting with the player to the left of the lifeform and going clockwise, each player takes 1 turn.

When the *Remora* launches, the **STARSHIP STAGE** immediately ends and the **LAUNCH THE REMORA SEQUENCE** begins.

STEP 1: COLLECT MISSION TOKENS



Check each of your non-hidden characters. If the character is in a chamber with 1 or more mission tokens in it, you must collect one.

Immediately place it on the bottommost empty space of a **shuttle loadout** column that has at least 1 empty space.

STEP 2: PERFORM ACTIVITY

You must perform one of these activities:

EQUIP

Draw 2 crew cards and advance the self-destruct tracker 1 space, or draw 3 crew cards and advance the tracker 2 spaces.

Choose and discard cards until you have only 6 cards.

ACTIVATE SKILL



Activate the character's skill ability by shifting the skill token to the skill active slot. As one-use-only ability is resolved now. Otherwise it is now active for the remainder of the game.

PLAY A CREW CARD

Play a crew card from your hand and choose 1 horizontal row of **action icons** on that card to activate, then discard the card.

USE HEAT ANALYZER

Remove your **heat analyzer token** from the game to draw 2 crew cards. If a lifeform image is *not* within a 2 chamber range of one of your characters, the lifeform draws 1 lifeform card.

SHOOT THE MINING LASER

The shooting character must have the *Mining Laser* card, not be hidden, there's an eligible target, and there's no power outage token in the shooter's or target's chambers.

Shoot a **lifeform image** or the **android**:

Shoot a **lifeform image** in an adjacent chamber. Move it to a chamber adjacent to the chamber it is in and the lifeform must discard its hand of cards.

Shoot the **android** in your chamber or an adjacent chamber. Place the android status tracker on the **DESTROYED** space.



Place a **power outage token** in the chamber where the target was shot (not the Shuttle Bay). Advance the hostility tracker 1 space. Remove the *Mining Laser* card from the game.

USE REMORA ENERGY CELL

Can only be performed by a crew member aboard the *Remora*. Discard a card and remove an energy cell from the loadout, then:

- Electrify deck plating:** move all lifeform images on the Shuttle Bay and Docking Hub 1 to adjacent chambers; or
- Shut emergency bulkhead door:** place the security door token on any Docking Hub 1 exit; then remove the token at the start of your next turn.

2. ANDROID PHASE

If the android is inactive or destroyed, skip this phase.

The android attempts to move to the next adjacent chamber along the **android AI path**. If there are non-hidden characters in the android's chamber, the android does not move.

If the android enters the *Remora*, the lifeform removes mission tokens from the shuttle loadout equal to that specified by the android status tracker's space. Then the android is destroyed.

3. LIFEFORM ACTIVITY PHASE

The lifeform sounds out the self-destruct timer position. Then perform one of these activities:

LURK

If you have fewer cards in hand than your maximum hand size (see the cocoon tracker), you may discard cards equal to the life cycle evolution number on the cocoon track, then draw up to your maximum hand size.

USE VENT

Remove one of your **vent tokens** from the game, and execute a **VENT** action.

PLAY A LIFEFORM CARD

Play a **lifeform card** from your hand, choosing 1 horizontal row of **action icons** on that card to activate, then discard the card.

CHARACTER MEETS LIFEFORM IMAGE

When a character moves into a chamber containing a lifeform image, the lifeform must reveal the image's identity.

If the **lifeform image** is a **sensor ghost**, advance the self-destruct tracker 1 space, then place the sensor ghost in the character-free chamber nearest to the real lifeform. If the lifeform has 3 images in play, remove one from the game.

If the **lifeform image** in the chamber is the **real lifeform**, it immediately initiates an attack on the character.

In either case the lifeform performs a **reality calibration**.

ATTACK

- The lifeform confirms that the attacking lifeform image is the real lifeform by revealing their lifeform identifier token.
- Move the real lifeform into the attacked chamber.
- Each crew player with non-hidden characters in the attacked chamber may respond by playing a crew card with a **reaction icon** on it. **Each crew member can play a maximum of 1 crew reaction in each lifeform activity phase.**

As each reaction is initiated, the lifeform may respond to it by executing an eligible reaction of its own. If a crew reaction isn't cancelled, execute the crew reaction, discard the card, and advance the hostility tracker 1 space.

- If the attack has not been cancelled entirely, all characters that were not able to avoid the attack are killed.
- The lifeform moves each sensor ghost to the nearest character-free chambers adjacent to the attacked chamber. There can only ever be 1 lifeform image per chamber.
- The lifeform performs a reality calibration.

LIFEFORM

STARSHIP STAGE

1. CREW ACTIVITY PHASE

Starting with the player to the left of the lifeform and going clockwise, each player takes 1 turn.

When the *Remora* launches, the **STARSHIP STAGE** immediately ends and the **LAUNCH THE REMORA SEQUENCE** begins.

STEP 1: COLLECT MISSION TOKENS



Check each of your non-hidden characters. If the character is in a chamber with 1 or more mission tokens in it, you must collect one.

Immediately place it on the bottommost empty space of a **shuttle loadout** column that has at least 1 empty space.

STEP 2: PERFORM ACTIVITY

You must perform one of these activities:

EQUIP

Draw 2 crew cards and advance the self-destruct tracker 1 space, or draw 3 crew cards and advance the tracker 2 spaces.

Choose and discard cards until you have only 6 cards.

ACTIVATE SKILL



Activate the character's skill ability by shifting the skill token to the skill active slot. As one-use-only ability is resolved now. Otherwise it is now active for the remainder of the game.

PLAY A CREW CARD

Play a crew card from your hand and choose 1 horizontal row of **action icons** on that card to activate, then discard the card.

USE HEAT ANALYZER

Remove your **heat analyzer token** from the game to draw 2 crew cards. If a lifeform image is *not* within a 2 chamber range of one of your characters, the lifeform draws 1 lifeform card.

SHOOT THE MINING LASER

The shooting character must have the *Mining Laser* card, not be hidden, there's an eligible target, and there's no power outage token in the shooter's or target's chambers.

Shoot a **lifeform image** or the **android**:

Shoot a **lifeform image** in an adjacent chamber. Move it to a chamber adjacent to the chamber it is in and the lifeform must discard its hand of cards.

Shoot the **android** in your chamber or an adjacent chamber. Place the android status tracker on the **DESTROYED** space.



Place a **power outage token** in the chamber where the target was shot (not the Shuttle Bay). Advance the hostility tracker 1 space. Remove the *Mining Laser* card from the game.

USE REMORA ENERGY CELL

Can only be performed by a crew member aboard the *Remora*. Discard a card and remove an energy cell from the loadout, then:

- Electrify deck plating:** move all lifeform images on the Shuttle Bay and Docking Hub 1 to adjacent chambers; or
- Shut emergency bulkhead door:** place the security door token on any Docking Hub 1 exit; then remove the token at the start of your next turn.

2. ANDROID PHASE

If the android is inactive or destroyed, skip this phase.

The android attempts to move to the next adjacent chamber along the **android AI path**. If there are non-hidden characters in the android's chamber, the android does not move.

If the android enters the *Remora*, the lifeform removes mission tokens from the shuttle loadout equal to that specified by the android status tracker's space. Then the android is destroyed.

3. LIFEFORM ACTIVITY PHASE

The lifeform sounds out the self-destruct timer position. Then perform one of these activities:

LURK

If you have fewer cards in hand than your maximum hand size (see the cocoon tracker), you may discard cards equal to the life cycle evolution number on the cocoon track, then draw up to your maximum hand size.

USE VENT

Remove one of your **vent tokens** from the game, and execute a **VENT** action.

PLAY A LIFEFORM CARD

Play a **lifeform card** from your hand, choosing 1 horizontal row of **action icons** on that card to activate, then discard the card.

CHARACTER MEETS LIFEFORM IMAGE

When a character moves into a chamber containing a lifeform image, the lifeform must reveal the image's identity.

If the **lifeform image** is a **sensor ghost**, advance the self-destruct tracker 1 space, then place the sensor ghost in the character-free chamber nearest to the real lifeform. If the lifeform has 3 images in play, remove one from the game.

If the **lifeform image** in the chamber is the **real lifeform**, it immediately initiates an attack on the character.

In either case the lifeform performs a **reality calibration**.

ATTACK

- The lifeform confirms that the attacking lifeform image is the real lifeform by revealing their lifeform identifier token.
- Move the real lifeform into the attacked chamber.
- Each crew player with non-hidden characters in the attacked chamber may respond by playing a crew card with a **reaction icon** on it. **Each crew member can play a maximum of 1 crew reaction in each lifeform activity phase.**

As each reaction is initiated, the lifeform may respond to it by executing an eligible reaction of its own. If a crew reaction isn't cancelled, execute the crew reaction, discard the card, and advance the hostility tracker 1 space.

- If the attack has not been cancelled entirely, all characters that were not able to avoid the attack are killed.
- The lifeform moves each sensor ghost to the nearest character-free chambers adjacent to the attacked chamber. There can only ever be 1 lifeform image per chamber.
- The lifeform performs a reality calibration.

CREW ACTION REFERENCE



CIRCUIT BOARD

Either complete a secret objective which requires execution of a circuit board action, or

Gain 1 data token of your choice from the token pool and place it in your personal supply.

REQUIREMENT: Your character is in a chamber containing the icon.



DRAW 2 CARDS

Draw 2 crew cards.

Check your hand size after drawing cards.



EXPLORE

Either collect a mission token immediately from your character's chamber, or

Remove 1 terror token from an adjacent chamber (via a corridor not blocked by a security door).



FLAMETHROWER

Target a lifeform image 1 or 2 chambers away from your character (via corridors and/or tunnels).

Move that target twice (you decide where), but a move must not be through or into a chamber containing a character or the ship's cat, and must not pass through a security door.

Then advance the hostility tracker 1 space.



FLAMETHROWER – ANDROID

Advance the android status tracker 1 space.

REQUIREMENT: Your character is not hidden, and is in the android's chamber or 1-2 chambers away (via corridor only) where the linking chamber does not contain a character, lifeform image, security door, or ship's cat.



FLAMETHROWER – COCOON

Set the cocoon tracker to the start position on the cocoon track. The lifeform must immediately comply with their new hand size limit, and must remove 1 of their sensor ghosts if they have 3 lifeform images on the board.

If your chamber has a cocoon chamber token, return the token to the token pool.

Then advance the hostility tracker 1 space.

REQUIREMENT: Your character is not hidden, and is in a cocoon chamber.



MISSION: MAINTENANCE

Take a mission token from the supply and place it on the Maintenance chamber (C deck).



MISSION – SIS-TER MAINFRAME INTERFACE

Take a mission token from the supply and place it on the SIS-TER Mainframe Interface chamber (A deck).



MOVE

1 character makes 1 move.



MOVE

Either 1 or 2 characters each make 1 move.



RUN

1 character makes either 1 or 2 moves.

REQUIREMENT: Cannot move from, through, or to a chamber with a power outage token. Must stop on entering a chamber with a terror token. Cannot move into a chamber with a lifeform image.



SECURITY DOOR

Take the security door token (from either the supply or from the board) and place it on 1 corridor or tunnel anywhere on the ship, full-lock side faceup.

Cannot be placed on the corridor between the Shuttle Bay (C deck) and the *Remora*.



SELF-DESTRUCT

Advance the self-destruct tracker 1 space.



SHOCK-PROD – ANDROID

Advance the android status marker 1 space.

REQUIREMENT: Your character is in the android's chamber and there's no power outage token there.



SURVIVAL

Shift the survival token on one of your character boards from the survival inactive slot to the survival active slot. That ability is now activated.

If it's a one-off ability, resolve it immediately. If it's an ongoing ability, it's active for the rest of the game.

REQUIREMENT: Has not been previously executed.



SWAP LIFEFORM IMAGES

Swap the positions of 2 or 3 lifeform images. No reality calibration is performed. This can cause the location of the real lifeform to change.

REACTIONS

A **RUN!** or **SHOCK-PROD** reaction cannot be used in a chamber containing a power outage token or in the android's chamber.

HIDE



The attacked character can avoid the attack and become **hidden**. After the attack, the lifeform image and the character stay in the same chamber.

A **hidden** character **cannot** collect mission tokens; initiate reactions; use any **FLAMETHROWER** actions; use the *Mining Laser* card; make a **PANIC MOVE**; be targeted by an attack or the lifeform's **FORCE-MOVE** action; or be killed by the lifeform's **ANDROID KILL SURVIVAL** ability.

RUN! (REACTION)



The character can avoid an attack or a **HULL BREACH**. **Immediately make 1 or 2 moves**, which must stop if entering a chamber with a terror token; cannot be through the same corridor that the

lifeform image used to enter the chamber; cannot be through a security door; cannot enter or pass through a chamber containing a lifeform image; and cannot enter or pass through a chamber with a power outage token.

SHOCK-PROD (REACTION)



Cancels an attack, leaving all characters in the attacked chamber safe. The attacking lifeform image is moved back to the chamber from which it moved, via the same corridor/tunnel.

CREW ACTION REFERENCE



CIRCUIT BOARD

Either complete a secret objective which requires execution of a circuit board action, or

Gain 1 data token of your choice from the token pool and place it in your personal supply.

REQUIREMENT: Your character is in a chamber containing the icon.



DRAW 2 CARDS

Draw 2 crew cards.

Check your hand size after drawing cards.



EXPLORE

Either collect a mission token immediately from your character's chamber, or

Remove 1 terror token from an adjacent chamber (via a corridor not blocked by a security door).



FLAMETHROWER

Target a lifeform image 1 or 2 chambers away from your character (via corridors and/or tunnels).

Move that target twice (you decide where), but a move must not be through or into a chamber containing a character or the ship's cat, and must not pass through a security door.

Then advance the hostility tracker 1 space.



FLAMETHROWER – ANDROID

Advance the android status tracker 1 space.

REQUIREMENT: Your character is not hidden, and is in the android's chamber or 1-2 chambers away (via corridor only) where the linking chamber does not contain a character, lifeform image, security door, or ship's cat.



FLAMETHROWER – COCOON

Set the cocoon tracker to the start position on the cocoon track. The lifeform must immediately comply with their new hand size limit, and must remove 1 of their sensor ghosts if they have 3 lifeform images on the board.

If your chamber has a cocoon chamber token, return the token to the token pool.

Then advance the hostility tracker 1 space.

REQUIREMENT: Your character is not hidden, and is in a cocoon chamber.



MISSION: MAINTENANCE

Take a mission token from the supply and place it on the Maintenance chamber (C deck).



MISSION – SIS-TER MAINFRAME INTERFACE

Take a mission token from the supply and place it on the SIS-TER Mainframe Interface chamber (A deck).



MOVE

1 character makes 1 move.



MOVE

Either 1 or 2 characters each make 1 move.



RUN

1 character makes either 1 or 2 moves.

REQUIREMENT: Cannot move from, through, or to a chamber with a power outage token. Must stop on entering a chamber with a terror token. Cannot move into a chamber with a lifeform image.



SECURITY DOOR

Take the security door token (from either the supply or from the board) and place it on 1 corridor or tunnel anywhere on the ship, full-lock side faceup.

Cannot be placed on the corridor between the Shuttle Bay (C deck) and the *Remora*.



SELF-DESTRUCT

Advance the self-destruct tracker 1 space.



SHOCK-PROD – ANDROID

Advance the android status marker 1 space.

REQUIREMENT: Your character is in the android's chamber and there's no power outage token there.



SURVIVAL

Shift the survival token on one of your character boards from the survival inactive slot to the survival active slot. That ability is now activated.

If it's a one-off ability, resolve it immediately. If it's an ongoing ability, it's active for the rest of the game.

REQUIREMENT: Has not been previously executed.



SWAP LIFEFORM IMAGES

Swap the positions of 2 or 3 lifeform images. No reality calibration is performed. This can cause the location of the real lifeform to change.

REACTIONS

A **RUN!** or **SHOCK-PROD** reaction cannot be used in a chamber containing a power outage token or in the android's chamber.

HIDE



The attacked character can avoid the attack and become **hidden**. After the attack, the lifeform image and the character stay in the same chamber.

A **hidden** character **cannot** collect mission tokens; initiate reactions; use any **FLAMETHROWER** actions; use the *Mining Laser* card; make a **PANIC MOVE**; be targeted by an attack or the lifeform's **FORCE-MOVE** action; or be killed by the lifeform's **ANDROID KILL SURVIVAL** ability.

RUN! (REACTION)



The character can avoid an attack or a **HULL BREACH**. **Immediately make 1 or 2 moves**, which must stop if entering a chamber with a terror token; cannot be through the same corridor that the

lifeform image used to enter the chamber; cannot be through a security door; cannot enter or pass through a chamber containing a lifeform image; and cannot enter or pass through a chamber with a power outage token.

SHOCK-PROD (REACTION)



Cancels an attack, leaving all characters in the attacked chamber safe. The attacking lifeform image is moved back to the chamber from which it moved, via the same corridor/tunnel.

CREW ACTION REFERENCE



CIRCUIT BOARD

Either complete a secret objective which requires execution of a circuit board action, or

Gain 1 data token of your choice from the token pool and place it in your personal supply.

REQUIREMENT: Your character is in a chamber containing the icon.



DRAW 2 CARDS

Draw 2 crew cards.

Check your hand size after drawing cards.



EXPLORE

Either collect a **mission token** immediately from your character's chamber, or

Remove 1 terror token from an adjacent chamber (via a corridor not blocked by a security door).



FLAMETHROWER

Target a lifeform image 1 or 2 chambers away from your character (via corridors and/or tunnels). Move that target twice (you decide where), but a move must not be through or into a chamber containing a character or the ship's cat, and must not pass through a security door.

Then **advance the hostility tracker 1 space**.



FLAMETHROWER – ANDROID

Advance the **android status tracker 1 space**.

REQUIREMENT: Your character is not hidden, and is in the android's chamber or 1-2 chambers away (via corridor only) where the linking chamber does not contain a character, lifeform image, security door, or ship's cat.



FLAMETHROWER – COCOON

Set the **cocoon tracker** to the start position on the cocoon track. The lifeform must immediately comply with their new hand size limit, and must remove 1 of their sensor ghosts if they have 3 lifeform images on the board.

If your chamber has a cocoon chamber token, return the token to the token pool.

Then **advance the hostility tracker 1 space**.

REQUIREMENT: Your character is not hidden, and is in a cocoon chamber.



MISSION: MAINTENANCE

Take a **mission token** from the supply and place it on the Maintenance chamber (C deck).



MISSION – SIS-TER MAINFRAME INTERFACE

Take a **mission token** from the supply and place it on the SIS-TER Mainframe Interface chamber (A deck).



MOVE

1 character makes 1 move.



MOVE

Either 1 or 2 characters each make 1 move.



RUN

1 character makes either 1 or 2 moves.

REQUIREMENT: Cannot move from, through, or to a chamber with a power outage token. Must stop on entering a chamber with a terror token. Cannot move into a chamber with a lifeform image.



SECURITY DOOR

Take the **security door token** (from either the supply or from the board) and place it on 1 corridor or tunnel anywhere on the ship, full-lock side faceup.

Cannot be placed on the corridor between the Shuttle Bay (C deck) and the *Remora*.



SELF-DESTRUCT

Advance the **self-destruct tracker 1 space**.



SHOCK-PROD – ANDROID

Advance the **android status marker 1 space**.

REQUIREMENT: Your character is in the android's chamber and there's no power outage token there.



SURVIVAL

Shift the survival token on one of your character boards from the survival inactive slot to the survival active slot. That ability is now activated.

If it's a one-off ability, resolve it immediately. If it's an ongoing ability, it's active for the rest of the game.

REQUIREMENT: Has not been previously executed.



SWAP LIFEFORM IMAGES

Swap the positions of 2 or 3 lifeform images. No reality calibration is performed. This can cause the location of the real lifeform to change.

REACTIONS

A **RUN!** or **SHOCK-PROD** reaction cannot be used in a chamber containing a power outage token or in the android's chamber.

HIDE



The attacked character can avoid the attack and become **hidden**. After the attack, the lifeform image and the character stay in the same chamber.

A **hidden** character **cannot** collect mission tokens; initiate reactions; use any **FLAMETHROWER** actions; use the *Mining Laser* card; make a **PANIC MOVE**; be targeted by an attack or the lifeform's **FORCE-MOVE** action; or be killed by the lifeform's **ANDROID KILL SURVIVAL** ability.

RUN! (REACTION)



The character can avoid an attack or a **HULL BREACH**. **Immediately make 1 or 2 moves**, which must stop if entering a chamber with a terror token; cannot be through the same corridor that the

lifeform image used to enter the chamber; cannot be through a security door; cannot enter or pass through a chamber containing a lifeform image; and cannot enter or pass through a chamber with a power outage token.

SHOCK-PROD (REACTION)



Cancels an attack, leaving all characters in the attacked chamber safe. The attacking lifeform image is moved back to the chamber from which it moved, via the same corridor/tunnel.

LIFEFORM ACTION REFERENCE



ANDROID PATHWAY DEVIATION

In all subsequent android phases, the **lifeform directs the movement of the android** and may move it to any adjacent accessible chamber (via corridor only) following the rules in the Android phase.

Playing this action also gives the android an immediate bonus move, which must be a deviation from the AI pathway.

REQUIREMENT: The self-destruct tracker has reached or passed the 10 minute mark, and this action has not been previously executed. The effect is ongoing once activated.



ATTACK

Attack all non-hidden characters in a chamber adjacent (via corridor or tunnel) to the real lifeform.



COCOON

Advance the **cocoon tracker 1 space**.

REQUIREMENT: A lifeform image is in a cocoon chamber.



FORCE MOVE

Move a character 1 or 2 chambers. If the character moves into the real lifeform's chamber, the move stops and the lifeform initiates an attack against the moved character. All character movement rules must be followed.

REQUIREMENT: Characters hidden or in the ship's cat or android chamber cannot be hidden. The character cannot be moved into or through a chamber with a sensor ghost or the ship's cat.



KILL HIDDEN CHARACTER

Kill 1 hidden character in the real lifeform's chamber (choose if there are several).

Any other hidden characters in that chamber are unaffected.



MALFUNCTION

Advance the **malfunction tracker 1 space**.



MISSION REMOVAL

Remove 1 **mission token** from a chamber occupied by a lifeform image (return it to the supply).



MOVE

1 lifeform image makes 1 move.



MOVE

Either 1 or 2 lifeform images each make 1 move.



MOVE

1 lifeform image makes either 1 or 2 moves.



MOVE

Either 1, 2, or 3 lifeform images each make 1 move.



POWER OUTAGE

Place a **power outage token** in a *Valley Forge* chamber that does not have the icon or an existing power outage token. If there are no power outage tokens in the supply, none can be placed.



SCANNER MALFUNCTION

Choose a lifeform image in a chamber adjacent to a character (via corridor or tunnel), and place it in a different, character-free chamber adjacent to that same character. Any security door is ignored.



SECURITY DOOR REMOVAL

Return the **security door token** to the supply.

REQUIREMENT: The security door token is on the board.



SELF-DESTRUCT

Advance the **self-destruct tracker 1 space**.



SURVIVAL

Move the **survival token** on your lifeform board from the survival inactive slot to one of the 3 survival ability slots of your choice. The chosen survival ability is now activated; resolve it immediately.

REQUIREMENT: This action has not been previously executed.



SWAP IDENTITIES

Perform a **reality calibration**.



TERROR

Place a **terror token** in a chamber that does not contain characters. Crew members running into a terror token must end their movement.



VENT

Either:

Pick up 1 lifeform image from the board and place it on any character-free vent chamber, or

Pick up the real lifeform from the board, place it on a vent chamber that contains 1 or more characters, and initiate an attack.

LIFEFORM REACTIONS

RUN! CANCEL



Cancel a **RUN!** reaction played by a crew member (discard the **RUN!** reaction card with no effect).

Cannot cancel a **RUN!** action or be used to prevent a crew member escaping a **HULL BREACH**.

SHOCK-PROD CANCEL



Cancel a **SHOCK-PROD** reaction played by a crew member (discard the **SHOCK-PROD** reaction card with no effect).

Cannot cancel a **SHOCK-PROD** action.

HOSTILITY TRACK

Advance the tracker 1 space each time:

The **FLAMETHROWER** action is executed by a crew member.

The **FLAMETHROWER-COCOON** action is executed by a crew member.

The **SHOOT THE MINING LASER** activity is performed by a crew member.

A crew **reaction** is executed, and not cancelled.

Advance the tracker by 2 spaces each time a character is killed.

When the tracker reaches or passes these spaces perform the associated task:

DRAW A CARD: The lifeform draws a lifeform card.

TERROR: The lifeform places 1 terror token.

RED CLAW: Nothing happens during the **STARSHIP** stage, but the number on the highest numbered such space reached or passed by the tracker defines how many hostility tokens are drawn by the lifeform at the beginning of the **SHOWDOWN** stage, to be used during the final conflict.

SURVIVAL ABILITIES

A maximum of one of these can be activated during the game by the lifeform by executing the **SURVIVAL** action.

ANDROID KILL: Kill each non-hidden character in the android's chamber. This is not considered an attack, and no crew reactions can be played.

MOVE ALIEN 3: One lifeform image makes up to 3 moves. Its movement cannot end in the chamber where it started.

HULL BREACH: The lifeform self-inflicts a wound, allowing corrosive fluid to pour from its flank and melt through the starship hull. Perform a hull breach by executing these steps:

1. Place the **hull breach token** on a chamber adjacent to a lifeform image. The targeted chamber cannot contain a lifeform image, and cannot be the *Remora*, the Shuttle Bay (C deck), any chamber adjacent to the Shuttle Bay, or an objective chamber.
2. In the order the crew decides, for each character in the targeted chamber, its crew member has the opportunity to play one **RUN!** reaction to save one of their characters.
3. Remove all other tokens from the targeted chamber (the ship's cat automatically moves safely into an adjacent chamber), and kill each character remaining in the chamber.
4. The targeted chamber is now impassable to all moveable entities, and no path can be traced through it.

If the hull breach token results in one or more characters being trapped in a chamber because the only exit is blocked by a security door, return the security door token to the supply.

MALFUNCTION TRACK

As the tracker reaches each space, perform its task:

1. The lifeform places a power outage token.
2. **Android Malfunctions!** The android becomes active. Place it on the Hypersleep chamber (A deck).
3. Advance the self-destruct tracker 1 space.

The malfunction tracker can still be advanced even if the android has been destroyed.

ANDROID STATUS TRACK

When the tracker reaches the **DESTROYED** space the android is destroyed; remove it from the game. If the security door token is in play and is on its half-lock side, flip it to its full-lock side.

COCOON TRACK

When the tracker reaches the final space:

2 player game: Move the overheating token up one space on the Coolant column in the shuttle loadout, to define the new minimum number of mission tokens that must be on that track before the *Remora* can be launched.

3 or 4 player game: The lifeform performs these steps in order (as represented by the icons on the final space):

1. If the third lifeform is not on the *Valley Forge*, place the third lifeform image in a character-free vent chamber.
2. Perform a reality calibration.
3. Return 1 mission token from a chamber on the *Valley Forge* (not the shuttle loadout) to the token pool.

SELF-DESTRUCT TRACK

When the tracker reaches or passes each space, perform its associated task as defined by its number and icons.



The lifeform may place a **terror token** (not in a chamber with a character).

20 MINUTES: The lifeform gains a **vent token**.

The lifeform must secretly choose one of the 3 **stowaway cards**. The chosen Stowaway card is placed face-down on the white halo space linked to the *Remora*. The other 2 stowaway cards are removed from the game, unseen by the crew. Characters are now permitted to enter the *Remora*.

10 MINUTES: Remove all **heat analyzer tokens** from the game.

The lifeform is now permitted to execute the **ANDROID-PATHWAY-DEVIATION** action.

9 MINUTES: From hereon, the *Remora* can be launched even if characters remain on board the **VALLEY FORGE**.

EXPLOSION: The **VALLEY FORGE** self-destructs. The lifeform immediately wins the game.

SHUTTLE LOADOUT

When a mission token is placed on a space with one of the following bonuses, the crew member placing the token performs its associated task:

FLAMETHROWER: Pick up the *Flamethrower* card from the linked white-halo space and add it to your hand.

REMOVE A POWER OUTAGE ICON: Remove a power outage token from the board and return it to the supply.

MOVE A POWER OUTAGE ICON TO ADJACENT CHAMBER: Choose a power outage token on the board and place it in an adjacent chamber, via corridor or tunnel.

DRAW A CARD: Draw a crew card.

If mission tokens are removed from the shuttle loadout and it uncovers bonus spaces, placing mission tokens on these spaces will provide the bonus again (except for the flamethrower, which can only be picked up once).

OPTIONAL: EVOLUTION TOKEN

Randomly remove one of the **evolution tokens** from the game. Then place the remaining 6 tokens on the cocoon track (right of the start position), 2 face-up on each section. When the lifeform player advances the cocoon tracker, choose one of the evolution tokens to keep for later use (face-up on the lifeform board), and discard the other.

Evolution tokens may be spent (and removed from the game) during the lifeform's turn, adding one actionable icon to the string of icons already activating on the chosen action card (doubling-up on similar actions is not permitted). Or they can be used individually to cancel a crew reaction card.

HOSTILITY TRACK

Advance the tracker 1 space each time:

The **FLAMETHROWER** action is executed by a crew member.

The **FLAMETHROWER-COCOON** action is executed by a crew member.

The **SHOOT THE MINING LASER** activity is performed by a crew member.

A crew **reaction** is executed, and not cancelled.

Advance the tracker by 2 spaces each time a character is killed.

When the tracker reaches or passes these spaces perform the associated task:

DRAW A CARD: The lifeform draws a lifeform card.

TERROR: The lifeform places 1 terror token.

RED CLAW: Nothing happens during the **STARSHIP** stage, but the number on the highest numbered such space reached or passed by the tracker defines how many hostility tokens are drawn by the lifeform at the beginning of the **SHOWDOWN** stage, to be used during the final conflict.

SURVIVAL ABILITIES

A maximum of one of these can be activated during the game by the lifeform by executing the **SURVIVAL** action.

ANDROID KILL: Kill each non-hidden character in the android's chamber. This is not considered an attack, and no crew reactions can be played.

MOVE ALIEN 3: One lifeform image makes up to 3 moves. Its movement cannot end in the chamber where it started.

HULL BREACH: The lifeform self-inflicts a wound, allowing corrosive fluid to pour from its flank and melt through the starship hull. Perform a hull breach by executing these steps:

1. Place the **hull breach token** on a chamber adjacent to a lifeform image. The targeted chamber cannot contain a lifeform image, and cannot be the *Remora*, the Shuttle Bay (C deck), any chamber adjacent to the Shuttle Bay, or an objective chamber.
2. In the order the crew decides, for each character in the targeted chamber, its crew member has the opportunity to play one **RUN!** reaction to save one of their characters.
3. Remove all other tokens from the targeted chamber (the ship's cat automatically moves safely into an adjacent chamber), and kill each character remaining in the chamber.
4. The targeted chamber is now impassable to all moveable entities, and no path can be traced through it.

If the hull breach token results in one or more characters being trapped in a chamber because the only exit is blocked by a security door, return the security door token to the supply.

MALFUNCTION TRACK

As the tracker reaches each space, perform its task:

1. The lifeform places a power outage token.
2. **Android Malfunctions!** The android becomes active. Place it on the Hypersleep chamber (A deck).
3. Advance the self-destruct tracker 1 space.

The malfunction tracker can still be advanced even if the android has been destroyed.

ANDROID STATUS TRACK

When the tracker reaches the **DESTROYED** space the android is destroyed; remove it from the game. If the security door token is in play and is on its half-lock side, flip it to its full-lock side.

COCOON TRACK

When the tracker reaches the final space:

2 player game: Move the overheating token up one space on the Coolant column in the shuttle loadout, to define the new minimum number of mission tokens that must be on that track before the *Remora* can be launched.

3 or 4 player game: The lifeform performs these steps in order (as represented by the icons on the final space):

1. If the third lifeform is not on the *Valley Forge*, place the third lifeform image in a character-free vent chamber.
2. Perform a reality calibration.
3. Return 1 mission token from a chamber on the *Valley Forge* (not the shuttle loadout) to the token pool.

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When the tracker reaches or passes each space, perform its associated task as defined by its number and icons.



The lifeform may place a **terror token** (not in a chamber with a character).

20 MINUTES: The lifeform gains a **vent token**.

The lifeform must secretly choose one of the 3 **stowaway cards**. The chosen Stowaway card is placed face-down on the white halo space linked to the *Remora*. The other 2 stowaway cards are removed from the game, unseen by the crew. Characters are now permitted to enter the *Remora*.

10 MINUTES: Remove all **heat analyzer tokens** from the game.

The lifeform is now permitted to execute the **ANDROID-PATHWAY-DEVIATION** action.

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EXPLOSION: The **VALLEY FORGE** self-destructs. The lifeform immediately wins the game.

SHUTTLE LOADOUT

When a mission token is placed on a space with one of the following bonuses, the crew member placing the token performs its associated task:

FLAMETHROWER: Pick up the *Flamethrower* card from the linked white-halo space and add it to your hand.

REMOVE A POWER OUTAGE ICON: Remove a power outage token from the board and return it to the supply.

MOVE A POWER OUTAGE ICON TO ADJACENT CHAMBER: Choose a power outage token on the board and place it in an adjacent chamber, via corridor or tunnel.

DRAW A CARD: Draw a crew card.

If mission tokens are removed from the shuttle loadout and it uncovers bonus spaces, placing mission tokens on these spaces will provide the bonus again (except for the flamethrower, which can only be picked up once).

OPTIONAL: EVOLUTION TOKEN

Randomly remove one of the **evolution tokens** from the game. Then place the remaining 6 tokens on the cocoon track (right of the start position), 2 face-up on each section. When the lifeform player advances the cocoon tracker, choose one of the evolution tokens to keep for later use (face-up on the lifeform board), and discard the other.

Evolution tokens may be spent (and removed from the game) during the lifeform's turn, adding one actionable icon to the string of icons already activating on the chosen action card (doubling-up on similar actions is not permitted). Or they can be used individually to cancel a crew reaction card.

LIFEFORM

DRAGON'S DOMAIN EXPANSION

SETUP

Return these base game components to the box: the lifeform board, hostility tracker and 2 lifeform image figures; all lifeform, secret objective, ship's cat, SIS-TER mainframe, stowaway, and terror cards; and the original mining laser card (it is replaced by a solo version); all hostility, lifeform identifier, skill, and +/- stowaway tokens.

Place the *Valley Forge* board in the centre of the play area.

Place the **Remora token** faceup in the space linked to the shuttle bay (C deck).

Place the solo variant of the **mining laser card** faceup in the space linked to Engineering (C deck).

Place the **flamethrower card** faceup in the space linked to the improvised weaponry column of the shuttle loadout.

In each chamber containing a mission number, place that number of **mission tokens**. Then, place 2 mission tokens in each of these chambers: Ladderway (there are two on B deck—choose one), Ore Refinery (B deck), Ore Hold (B deck), Fuel Converter Bay (C deck), and Storage Hold 2 (C deck).

Place 1 **power outage token** in each of the following chambers: Mess (A deck), and Dorsal Access (B deck).

Place 1 **terror token** in each of the following chambers: Cockpit (A deck), Mining Equipment (B deck), and Shuttle Bay (C deck).

Place 1 **harpoon token** in each of the following chambers: Drillbit Vestry (C deck), and Cryo Storage Vault (C deck).

Place 1 **conflict-killed chit** in each red-bordered vent chamber.


On the malfunction track, place the **malfunction tracker token** on the (START) space, and the android on the **ANDROID MALFUNCTIONS!** space.

On the android status track, place the **android tracker token** on the (START) space.

On the cocoon 2P track, place the **cocoon tracker token** on the (START) space (the 3P/4P track isn't used in the solo game). Place 1 **conflict-killed chit** on the second space, and another on the third space. Place the **attack-5 combat token** on the final space.

On the self destruct track, place the **self-destruct tracker token** on the (START) space (to the left of the 30 space).

Place the **overheating token** on the 2P space in the Coolant column of the **shuttle loadout**. Shuffle the 4 **attack-1 combat tokens**, and randomly place 1 facedown in each of the top 4 spaces of the Energy Cells column.

Place the **motion tracker board** to the side of the board, and place the **lifeform image figure** on the  (START) space of the motion track.

Place the **shuttle conflict board** to one side.

Choose a **crew disk** and place it in the Galley (A deck). Remove the rest of the disks from the game.

Place the matching **character board**, 2P side faceup, in front of you (return all non-chosen character boards to the box) and place the **solo control screen** over it. Place the **nerve token** on the starting nerve space. Shuffle the 3 **trait tokens**, and randomly place 1 facedown in each of the 3 trait areas (with the word *trait* still visible).

Shuffle the **crew deck** and place it facedown to one side of the board, with room for a discard pile. **Draw 4 crew cards into your hand.**

Place 1 **heat analyzer token** in your personal supply.

Place 5 **conflict-still alive chits** and 1 **conflict-killed chit** into an opaque container (the **conflict resolution container**).

Shuffle the 6 **stowaway tokens** and place them facedown in the empty space beside the *Remora*, forming the **stowaway supply**.

Sort the **crisis cards** into 3 **crisis decks**: one each for A deck, B deck, and C deck. Shuffle each deck and place them facedown beside the board.

Place all unused tokens in a token pool to one side of the board, and all other components to one side.

Unless otherwise stated, all normal base game rules are in effect.

LAUNCHING THE REMORA

In the solo game, the *Remora* can only be launched once all the following conditions are met:

1. **Your character is on the Remora.** You do not have to wait until the self-destruct tracker reaches or passes the 20 minute mark.

2. **The Remora is prepared for launch.** The shuttle loadout contains these minimum emergency supplies:

Improved weaponry: Each space below the red bar contains a mission token.

Coolant: Each space below the overheating token contains a mission token.

Energy cells: Each space below the red bar contains a mission token.

Spacesuits: Contains at least 1 mission token.

3. **The ship's cat has been rescued,** by successfully resolving a crisis card option that grants you this objective.

4. **The shuttlecraft umbilicus has been uncoupled** by successfully resolving a crisis card option that grants you this objective.

5. **Incriminating corporate xeno data has been downloaded** by either successfully resolving a crisis card option that grants you a data token, or by completing a circuit board action (which grants a data token).

Once the *Remora* is launched, reveal each **stowaway token** that's been placed on the *Remora*. If all of them read **SAFE**, you have won the game. If any read **DANGER**, resolve a **shuttle conflict** (this replaces the showdown stage); if you survive that, you win the game.

YOU LOSE THE GAME IF:

You draw a **conflict-killed chit** from the conflict resolution container.

You don't survive a **proximity conflict** (triggered by the lifeform reaching the **PROXIMITY ALERT!** space on the motion track).

The **nerve token** on your solo control screen's fear track is on the same space as a **terror token**.

The **self-destruct tracker** reaches the **EXPLOSION** space.

You need to draw a **crisis card**, but the crisis deck corresponding to your current location is empty.

During the **shuttle conflict**, you cannot clear a combat zone of tokens.

ORDER OF PLAY


STARSHIP STAGE

The **STARSHIP STAGE** is played over a series of rounds. In a round, perform the following 2 phases in order.

1. CREW ACTIVITY PHASE

At any point during your turn, you can launch the *Remora* if all the criteria to do so are met. When the *Remora* launches, the **STARSHIP STAGE** immediately ends and the **LAUNCH THE REMORA SEQUENCE** begins.

STEP 1: COLLECT MISSION TOKENS

 If you are in a chamber with 1 or more mission tokens in it, you must collect 1 of those mission tokens.

Immediately place it on the bottommost empty space of a **shuttle loadout** column that has at least 1 empty space. There is no set order in which columns must be filled. If the space has **combat token** on it, remove that combat token from the game.

STEP 2: DRAW CREW CARD

Draw the topmost card from the crew deck and add it to your hand. If you have more than 7 cards in hand, discard down to 7.

STEP 3: PERFORM ACTIVITY

You must perform **one** of these activities:

EQUIP

Draw 2 crew cards, then advance the lifeform 1 space along the motion track.

PLAY A CREW CARD

Play a crew card from your hand and choose 1 horizontal row of **action icons** on that card to activate, then discard the card. Each icon within the chosen row is an action that can be taken (they may be executed in any order).

An action row can only be chosen if at least 1 of the actions within that row changes the game state. Each action in a row must be executed if possible *and* it must be executed in a way that changes the game state, if possible.

Icons featuring a lightning bolt are **reactions**, not actions. They are always in their own row, and you cannot choose to execute them in this phase.

USE HEAT ANALYZER

This activity can only be performed if you have a **heat analyzer token** and the lifeform is in close range (ie, on a red-ringed space on the motion tracker).

Remove your heat analyzer token from the game to draw 2 crew cards.

SHOOT THE MINING LASER

This activity can only be performed if you have the *Mining Laser* card in hand, the android/lifeform is either in your chamber or an adjacent chamber (via corridor or tunnel), and there's no power outage token in your chamber or the android's chamber.



Place a **power outage token** in the android's chamber. Place the android status tracker on the **DESTROYED** space and remove the android from the game. Then remove the *Mining Laser* card from the game.

The first time you move into Engineering (C deck), you add the *Mining Laser* card to your hand.

WAIT

Advance the lifeform 1 space along the motion track.

STEP 4: RESOLVE MOVEMENT REPERCUSSIONS

If you're in the same chamber in which you began Step 3: Perform *Activity*, skip this step.

Perform the following in order:

1. **If you're in a chamber with a power outage token:**

- Advance the self destruct tracker 1 space.
- Advance the lifeform 1 space along the motion track.

2. **If you're in a vent chamber:**

- Remove any conflict-killed chit in the chamber and place it in the conflict resolution container.
- Advance the lifeform 1 space along the motion track.

3. **If you're in a non-vent chamber:**

Draw and resolve a crisis card from the crisis deck corresponding to the ship's deck on which your character is currently located.

RESOLVING A CRISIS CARD

Choose an option to resolve (A, B, or C), discard the resources (tokens and/or cards) containing the specified icons that the chosen option lists, and follow the option's instructions.

If the chosen option requires you to spend an already collected token from the shuttle loadout, remove the topmost such token from the appropriate column, returning it to the token pool.

After the chosen option has been resolved, remove the crisis card from the game.



ALIEN ICON: Advance the lifeform 1 space along the motion track.

LOSE NERVE: Advance the nerve token 1 space left along the solo character overlay's fear track.

PROCEED: There are no further consequences; the game continues.

YOU GAIN AN OBJECTIVE: Note it.

YOU GAIN AN OBJECTIVE THAT YOU'VE ALREADY GAINED: Gain a survival token from the token pool instead, adding it to your personal supply.

COCOON: If the cocoon tracker is already on the last space, advance the self-destruct tracker 1 space. Otherwise, advance the cocoon tracker token 1 space, place any chit on that space into the conflict resolution container, and place any combat token on that space onto the *Remora*, facedown and unseen.

The features printed on the cocoon track have no function in the solo game, and the cocoon tracker never resets.

STEP 5: ADVANCE SELF-DESTRUCT TRACKER

Advance the self-destruct tracker by 1 space.

2. ANDROID PHASE

If the android is inactive or destroyed, skip this phase.

The android attempts to move to the next adjacent chamber along the **android AI path**. If you are in the android's chamber, the android does not move.

The android starts the game inactive. When the malfunction tracker reaches the **ANDROID MALFUNCTIONS!** space, the android becomes active and is placed in the Hypersleep chamber.

If the android has not entered the Remora, the phase ends.

If the android enters the Remora, remove a number of mission tokens from the shuttle loadout equal to that specified by the android status tracker's space, and return them to the token pool. Within each column, tokens are always removed from the top first.

Finally, move the android status tracker to the **DESTROYED** space, destroying the android.

If you are in the android's chamber you can't leave the chamber. The presence of an android prohibits use of **MOVE** actions and **RUN!** actions/reactions. Because the android can't leave the chamber either, the android must be destroyed for you to be able to move on.

To destroy the android, you will need to execute **SHOCK-PROD** or **FLAMETHROWER** actions (to advance the android status tracker towards the **DESTROYED** space), or perform the **SHOOT THE MINING LASER** activity.

SHUTTLE CONFLICT

Before resolving the final climactic encounter onboard the *Remora*, complete the following **hibernation** sequence:

1. Return the data token used to complete the **incriminating corporate xeno data objective** to the supply.
2. Move all combat tokens remaining on the shuttle loadout's energy cells column to the primary combat zone on the shuttle conflict board.
3. If present on the *Remora*, move the attack-5 combat token and all used trait tokens to the secondary combat zones on the shuttle conflict board, spreading the tokens among these zones as equally as possible. Then flip each token to reveal its fight icons.
4. For each compartment (not space) in the halon gas column that's fully covered by mission tokens add a halon gas blast token to your personal supply.
5. Determine the number to the left of the highest placed mission token in the improvised weaponry column in the shuttle loadout, and draw that many crew cards (discard down to the maximum hand size of 7 after drawing if needed).

The shuttle conflict is played over a series of rounds. In each round, choose one of the following actions. At the end of a round, if all combat zones on the shuttle conflict board are clear of tokens, you win the game. Otherwise, continue to the next round.

DEFEAT LIFEFORM ATTACK

Choose a combat zone containing tokens. Each fight icon on the tokens in that combat zone must be matched during this attack, otherwise you immediately lose the game.

Your options to generate icon matches (where each option may be used multiple times) are:

Play a crew card: Each showdown icon on the card can be used to match 1 corresponding fight icon.

Play a harpoon crew card (featuring the harpoon gun icon): Auto-match any 1, 2, or 3 fight icons.

Two-for-one: Any 2 showdown icons (same or different, from cards and/or tokens) can be combined to auto-match 1 fight icon.

Discard a fire extinguisher token: Choose a fight icon. Change all fight icons in this combat zone to the chosen fight icon.

Discard an unused trait token: Auto-match any 1 fight icon.

Discard a welding torch token: Auto-match any 1 fight icon.

Discard a harpoon token: Auto-match any 1 fight icon.

Discard a data token that wasn't used to satisfy an objective: Auto-match 2 fight icons that are identical to those on the data token. A data token can't be used to auto-match just 1 fight icon.

If successful, clear the combat zone of all tokens. You cannot carry over unused icons on played cards or tokens to the next round.

USE HALON GAS BLAST

Discard a halon gas blast token to remove all tokens from any 1 combat zone.

ACTIVATE AIRLOCK

This **one-use-only action** removes all tokens from any 1 combat zone. However, if there is a survival token in the airlock space (as placed by a crisis card), you must first draw a conflict chit from the conflict resolution container before resolving the action. If the drawn chit is a conflict-killed chit, you immediately lose the game. Otherwise, return the survival token to the supply, and continue.

SEARCH LOCKER

This **one-use-only action** forces you to draw a conflict chit from the conflict resolution container. Before you do so, you may discard any number of survival tokens from your personal supply to place an equivalent number of conflict-still alive chits into the conflict resolution container. Then, if the drawn chit is a conflict-still alive chit, draw 2 crew cards. If the drawn chit is a conflict-killed chit, you immediately lose the game.

MALFUNCTION TRACK

As the tracker reaches each space, perform its associated task:

First space: Place a power outage token on the shuttle bay (C deck). **In the solo game, power outage tokens can be placed on the shuttle bay.**

SECOND (ANDROID MALFUNCTIONS!) space: The android becomes active. Place it on the hypersleep chamber (A deck).

Third space: Advance the self-destruct tracker 1 space.

The malfunction tracker can still be advanced even if the android has been destroyed.

In all other respects (including being temporarily blocked by security doors), the android functions as per the main game.

SELF-DESTRUCT TRACK

As the tracker reaches each space, perform its associated task:

Terror: Place a terror token in the last chamber along the android A.I. path that doesn't have a terror token. If you're currently in the designated chamber, don't place the terror token, but instead move a stowaway token from the stowaway supply to the *Remora*.

Vent: Either place a small vent token in Supplies (B deck) (making that chamber a vent chamber), or remove a mission token from the Supplies chamber to place a small vent token in any chamber adjacent to supplies.

Stowaway: Either move a stowaway token from the stowaway supply to the *Remora*, or remove the topmost mission token from the energy cells column on the shuttle loadout and return it to the token pool. If there are none left, the first option must be taken.

20 minute mark: No effect.

10 minute mark: Remove all heat analyzer tokens from the game.

Explosion: The *Valley Forge* self-destructs and you immediately lose the game.

MOTION TRACKER BOARD

When instructed to advance the lifeform along the motion track, you decide which path it takes.

Any backwards move by the lifeform must be down the central pathway, if possible. Backward moves never activate the spaces the lifeform passes over or lands on.

Flamethrower actions and heat analyzer tokens can only be used if the lifeform is in **close range** (ie, on a red-ringed space).

As the lifeform reaches each space (including those passed through), perform its associated task:

Alien fang icon: The start space for the lifeform.

SHAKEN / TOUGH: Variant start spaces that make the game easier and harder respectively.

LOSE NERVE: Advance the nerve token 1 space along the solo character overlay's fear track.

DRAW 2 CARDS: Draw 2 crew cards.

+1 SELF-DESTRUCT: Advance the self-destruct tracker 1 space.

DRAW 2 CARDS + STOWAWAY: Draw 2 crew cards, and then move a stowaway token from the stowaway supply to the *Remora*.

When the lifeform reaches, or would pass, the **PROXIMITY ALERT!** space, the lifeform stops on that space and triggers an immediate **proximity conflict**, which must be resolved before resuming the game.

However, always complete the full resolution of your chosen crisis option before resolving any **PROXIMITY ALERT!** that the option may have triggered.

To resolve a proximity conflict:

1. Execute one of the following functions. If you cannot, you immediately lose the game.

- a. **Play a hide reaction:** Move the lifeform back 1 space on the motion track. **The 'hidden' concept isn't required or used in the solo game.**
- b. **Play a shockprod reaction:** move the lifeform back one space on the motion track.
- c. **Play a run reaction:** Move the lifeform back 2 spaces on the motion track, but do not move your character.
- d. **Discard a card or token containing either a fire extinguisher icon or a harpoon icon:** Move the lifeform back 1 space on the motion track.

2. If you survived the above step by anything other than a hide reaction, or using a fire extinguisher token, draw a chit from the conflict resolution container, plus 1 additional chit for each point of surplus lifeform movement that went unused if the lifeform was forced to prematurely stop on the **PROXIMITY ALERT!** space. If you draw a conflict-killed chit, you immediately lose the game. Otherwise, remove the drawn chits from the game.

ELUDING THE STAR-BEAST

Before resolving the proximity conflict, you may choose to **elude** the lifeform. Discard any 3 cards from your hand, and then look through the conflict resolution container and pull out a conflict-still alive chit (instead of picking out any number of chits randomly). Remove the drawn chit from the game (if you can't pull out a still-alive chit, your game ends here), and move the lifeform back 1 space on the motion track.

VARIANTS

SHAKEN (EASIER)

EASIER. Start the lifeform on the **SHAKEN** start space on the motion track.

TOUGH (HARDER)

HARDER. Start the lifeform on the "Tough" start space on the Motion track.

FUELLED INCINERATING UNIT

TAKE EARLY PRESSURE OFF A LITTLE. Set your starting hand to 1 flamethrower card plus 3 random crew cards.

EVERYDAY CARRY

EASIER IN THE EARLY GAME. Start with 1 or 2 survival tokens in your personal supply.

FOR WHOM THE BELL TOLLS

SLIDING SCALE OF TOUGHNESS. Start the self-destruct tracker token on the 30 min space, or the 29 min space, or ...

"I AM BUILT TO WITHSTAND TEMPERATURES OF UP TO 1210 DEGREES"

SLIGHTLY HARDER. Have the android be impervious to flamethrower-android actions.

ISOLATION MODE

EASIER. To elude the lifeform costs 2 cards instead of three.

MURDEROUS STAR-BEAST

SLIGHTLY MORE UNYIELDING MODE. Place 1 fewer conflict-still alive chit in the conflict resolution container, adding it to a space on the cocoon tracker.

HAZARDOUS ENVIRONMENT

DISADVANTAGE. Place the hull breach token either in Cargo Pod-A (B deck), or in Wiring and Systems Access (A deck), or in Lift Bay (C deck), whichever of these you came nearest to in your last session (or randomly otherwise).

"YOU ARE BECOMING HYSTERICAL"

(SLIGHTLY HARDER, FOR THOSE WHO CAN PLAY A ROGUE AI AGAINST THEMSELVES, AS IF PLAYED BY AN ENEMY PLAYER.)

Once the android activates, you choose its path through the starship, but each move it makes must bring it closer to you (by reducing the number of movement points required to reach you) if possible, otherwise it doesn't move. Not including its first turn, at the end of the Android phase, if the android is in the same chamber as you, draw a conflict chit from the conflict resolution container; if the pulled chit is a conflict-killed chit, you immediately lose the game.

DRAGON'S DOMAIN EXPANSION

CREW ACTION REFERENCE



CIRCUIT BOARD

Either complete a secret objective which requires execution of a circuit board action, or

Gain 1 data token of your choice from the token pool and place it in your personal supply.

REQUIREMENT: Your character is in a chamber containing the icon.



DRAW 2 CARDS

Draw 2 crew cards. Check your hand size afterwards.



EXPLORE

Either collect a mission token immediately from your character's chamber, or

Remove 1 terror token from an adjacent chamber (via a corridor not blocked by a security door).



FLAMETHROWER

Either remove a terror token from an adjacent chamber, or (as long as the crisis card option that states *The lifeform is now impervious to (flamethrower icon) actions* hasn't been resolved) move the lifeform back 2 spaces on the motion track.

REQUIREMENT: The lifeform is in close range.



FLAMETHROWER – ANDROID

Advance the android status tracker 1 space.

REQUIREMENT: The lifeform is in close range. Your character is in the android's chamber, or adjacent to or 2 chambers away from the android's chamber (via corridor only).



FLAMETHROWER – COCOON

Remove a random stowaway token from the *Remora*, returning it unseen to the stowaway supply (do not reset the cocoon tracker).

REQUIREMENT: You're in a cocoon chamber.



MISSION: MAINTENANCE

Take a mission token from the supply and place it on the Maintenance chamber (C deck). Advance the lifeform 1 space along the motion track.



MISSION: SIS-TER MAINFRAME INTERFACE

Take a mission token from the supply and place it on the SIS-TER Mainframe Interface chamber (A deck). Advance the lifeform 1 space along the motion track.



MOVE

1 character makes 1 move.



MOVE

Either 1 or 2 characters each make 1 move.



RUN

1 character makes either 1 or 2 moves.

REQUIREMENT: Cannot move from, through, or to a chamber with a power outage token. Must stop on entering a chamber with a terror token. Cannot move into a chamber with a lifeform image.



SECURITY DOOR

Take the security door token (from either the supply or from the board) and place it on 1 corridor or tunnel, full-lock side faceup, OR

Play a card containing this icon as a reaction to the lifeform advancing along the motion track, reducing the number of spaces it moves by 1.

REQUIREMENT: Cannot be placed on the corridor between the Shuttle Bay (C deck) and the *Remora*.



SELF-DESTRUCT

Advance the self-destruct tracker 1 space.



SHOCK-PROD – ANDROID

Advance the android status marker 1 space.

REQUIREMENT: Your character is in the android's chamber and there's no power outage token there.



SURVIVAL

Take a survival token from the supply and add it to your personal supply.

REQUIREMENT: None; this does *not* have a once-per-game restriction.



SWAP LIFEFORM IMAGES

No effect (this icon is only used as a resource to overcome a crisis card option.)

TOKEN REFERENCE



30 SECOND

Acquired through a crisis card. Can only be spent after the T-minus 10 minute space has been passed.

Whenever you would advance the self-destruct tracker, you may discard this token to reduce the number of spaces it advances by 1.



FIRE EXTINGUISHER

Acquired through a crisis card. It can be used as a resource to help overcome a crisis card option that requires it; can be played to overcome a **PROXIMITY ALERT!** battle; or during the shuttle conflict it can be discarded to change all fight icons in any 1 combat zone to the fight icons of your choice.



STOWAWAY

Crisis cards and various trackers force you to move stowaway tokens from the supply onto the *Remora*. Stowaway tokens always remain facedown and unseen until revealed during the launch of the *Remora*.

If a stowaway move is required, but all 6 stowaway tokens are already on the *Remora*, remove a conflict-killed chit from the *Valley Forge* (first from A deck, then B deck, then C deck) and place it into the conflict resolution container instead.



SURVIVAL

Acquired by playing a survival action or successfully resolving a crisis card option that would have otherwise given you an objective you've already gained.

While on the *Valley Forge*, you may discard a survival token (return it to the token pool):

As a free action on your turn: Draw a crew card, then discard a card of your choice from your hand.

When the lifeform advances along the motion track: Reduce the number of spaces it advances by 1.

During the shuttle conflict, you may discard survival tokens (on a one-for-one basis) during the search locker action to place conflict-still alive chits (if available) into the conflict resolution container.



TERROR

When you enter a chamber with a terror token, you may remove it from the game by moving an unused trait token (of those eligible for use on the ship deck of your current location) to the *Remora*. Otherwise, place the terror token on the leftmost empty space of the fear track, then draw and immediately resolve a crisis card (from your current ship deck's crisis deck).

Terror tokens can never be removed from the fear track.

Remove a terror token from an adjacent chamber by:

Completing a flamethrower action.

Completing an explore action.

Playing the *Mining Laser* card.

Discarding a card containing the harpoon icon, or a harpoon token, as a free action at any time during your turn.



TRAIT

Each trait token area on the solo character overlay specifies the *Valley Forge* deck on which its trait token can be used (to remove a terror token). A trait token in the **PROFESSIONALISM** area can be used on any deck. A trait token on the *Remora* is considered used.

Trait tokens can be used as follows:

As a free action on your turn, draw 4 crew cards, keep 1, and place the remainder on either the top or the bottom of the deck (your choice, but you can't split between both), in any order you choose and discard the trait token.

Remove a terror token from a chamber you have just moved into by moving an unused trait token (of those eligible for use on your current location's deck) to the *Remora*, flipping it to its fight icon side.

Satisfy any icon required by a crisis card by moving any unused trait token to the *Remora*, flipping it to its fight icon side, and simultaneously discarding any crew card from your hand.

During the shuttle conflict, discard an unused trait token (its deck association and fight icon type is irrelevant) **to cancel any 1 fight icon.**



WELDING TORCH

Acquired through a crisis card. It can be used as a resource to help overcome other crisis cards that demand it or, during the shuttle conflict, it can be discarded to cancel any 1 fight icon.

LIFEFORM

13TH PASSENGER EXPANSION

MOD A: NEW SURVIVORS

Add the new characters to the pool of available crew.

MOD B: ASTEROID IMPACT

Setup for a normal game, modified as follows:

Randomise the 4 **asteroid impact tokens** and place them facedown on the self-destruct track. One on each space, starting at T-minus 19 mins and finishing on T-minus 16 mins.

Shuffle the 3 **asteroid impact cards** and place them to the side.

During the game, when the self-destruct tracker advances to the **T-minus 19 minute space**, examine the asteroid impact token on that space: it will either reveal that the *Valley Forge* starship has been struck by asteroids, or that an impact is imminent. Then remove the token from the game.

STRUCK BY ASTEROIDS! Draw a random **asteroid impact card** and follow its instructions. Remove all the remaining asteroid impact tokens and cards from the game (they will not be used).

IMPACT IMMINENT! Continue with the game, and as the self-destruct tracker advances, follow the above process to deal with each new asteroid impact token.

MOD C: SOLO CRISIS AND SEARCH – INITIALIZING THE SHUTTLE

When playing the **solo game mode**, modified its setup as follows:

Shuffle the 9 new **crisis cards** into your existing deck of C deck crisis cards. Some of them have an upside down icon in the bottom right-hand corner of the card. If you fulfil the criteria on the card that allows you to keep it: rotate the card 180° and add it to your hand of action cards (still keeping to your hand size limit). You may use the card's icon as if it were a crew action card. If a crisis card asks you to discard *any X cards*, the crisis card in your hand can be one of those cards.

Place the *Remora* shuttle board to the side of the main board. Place a spare token on the starting spaces of the docking clamps and life support tracks of the shuttle board.

Ignore the main game instruction boxes on the *Remora* board when playing solo.

CRISIS CARDS: Each of the new crisis cards instructs you to place a token on a specific chamber of the *Remora*. This effectively removes that room as a possible alien hiding place.

RENEWED STAMINA: Removes any other movement conditions (eg, exhausted).

UNLOCKING THE DOCKING CLAMPS: This track on the *Remora* board adds an additional way to complete one of the 3 must-complete objectives from the solo game (**uncoupling the umbilicus**). If you manage to complete this objective in some other way, slide the token to the end of the docking clamps track; it is now no longer needed or considered.

When one of the new crisis cards instructs you to *unlock a docking clamp*, slide the token 1 space along the docking clamps track. When it reaches the end of the track (3 clamps unlocked), you have gained this objective.

MANUALLY UNLOCKING A DOCKING CLAMP: If you arrive at the shuttle bay chamber on the main board, and have completed the other 2 of your 3 must-complete solo objectives, but not uncoupling the umbilicus, and are ready to board and launch, you may move the token 1 space to the right on the docking clamps track by advancing the self-destruct tracker 3 minutes, and moving the lifeform 1 space closer to you on the motion tracker board. You may do this 3 separate times, if necessary.

INITIALIZING THE LIFE SUPPORT SYSTEMS: When you are instructed to place a token on the *Remora* board, and the chamber already has a token, advance the life support tracker 1 space to the right. Below each space is a linked supplemental zone that provides you with a bonus token. The first life support space gives you a spare mission token, and the remaining spaces give you halon gas tokens.

NEW POST-LAUNCH SHUTTLECRAFT PHASE

If you have already established that the lifeform *is* aboard the shuttlecraft, complete the following steps:

Study the *Remora* board and remove the appropriate shuttlecraft chamber cards from the game that match a shuttle chamber containing a token – you've cleared those rooms.

If you now have only 1 card left in your hand, proceed as normal to the conflict board and fight the lifeform.

If you have more than 1 card, you now have 2 choices: either confront the lifeform *OR* hunt the lifeform.

CONFRONT THE LIFEFORM: Proceed as normal to the conflict board, but you now have an additional combat zone box to fight (featuring 2 combat icons).

HUNT THE LIFEFORM: Place 1 random shuttlecraft chamber card (from those in your hand) facedown in front of you – this is where the lifeform is hiding (place the other chamber cards from your hand beside the *Remora*). You must now guess which chamber the lifeform is hidden in. Point to a chamber, and then check the card. You have one chance to find it:

If you guess correctly: Proceed as normal to the conflict board and fight the lifeform.

If you guess incorrectly: Proceed to the conflict board, but you now have an additional combat zone box to fight (featuring 2 combat icons). For each chamber card you placed beside the *Remora*, add a random combat token to the combat zone on the *Remora*.

When you fight the lifeform, if the **hidden lifeform combat zone** is active and has a survival token in it, you must draw a conflict chit before matching attack icons in this zone.

MOD D: MULTI-PLAYER – HUNTING THE ALIEN

You will need the large *Remora* board, 2 spare **alien hostility tokens**, and the 5 **shuttlecraft location cards**. Just before the start of the showdown stage, follow these next steps:

1. The alien lifeform player secretly chooses one of the shuttlecraft location cards (this is where the alien will be hiding) to keep secret, and removes the remaining 4 cards from the game (unseen by the crew players).
2. The alien lifeform player then places 2 one-point hostility tokens on 1 shuttlecraft location (you cannot choose the Engineering Compartment), visible to all. This location does not need to be the same as the chosen location card.
3. The surviving crew players take the actions (from left to right) listed on the *Remora* board for the number of crew disks remaining.
4. If 5 or 6 crew disks survived the main game, proceed directly to the showdown sequence of the game.

SEARCHING THE SHUTTLECRAFT

The instruction panels on the shuttle board have sections in green (the lower 2 areas) and blue (upper area). Crew sections (blue) are instructions for the crew to follow, lifeform sections (green) are instructions for the alien to follow (the higher area is generally a penalty, the lower area is a reward).

Each action does the following:

OPTIONAL HALON GAS BLAST SPEND: If the crew has a **halon gas blast token**, they may place it in the chosen chamber (it cannot now be used in the showdown stage) to perform a **SEARCH** action (that doesn't require a crew disk)

LIFEFORM REVEAL: The alien lifeform player places a spare mission token on a shuttlecraft location (indicating that the lifeform is not hidden there).

SEARCH: The crew players pick any one shuttlecraft location on the *Remora* board (place a surviving crew disk to indicate which location was searched by that member of the crew).

If the searched location matches the alien's location card, go to **IT'S IN HERE!**

If the searched location does not match the alien's location card, go to **WHERE THE HELL IS IT?!**

IT'S IN HERE!

Remove from the game the 2 alien hostility tokens, and then follow the section of instructions on the searched location marked **LIFEFORM DISCOVERED**. Then proceed to the showdown stage.

WHERE THE HELL IS IT?!

Follow the section of instructions on the searched location marked **FAILED CREW SEARCH**. Next, complete another action.

I CAN'T FIND IT. MAYBE IT'S IN... ARGHHHH!

If the crew players cannot find the alien's location card with **SEARCH** actions, do the following:

1. The alien lifeform player gets to follow the instructions on their chosen location card marked **LIFEFORM REMAINS HIDDEN** (these are rewards for outwitting the crewmembers).
2. If the 2 hostility tokens placed on the shuttlecraft location at the start of this section match the alien's chosen location card, they get to keep the hostility tokens as an additional reward.
3. Proceed to the showdown stage.

If the alien lifeform chose the Engineering Compartment location card, and that location was not searched/flushed out with halon gas, then the alien player instantly kills 1 crewmember.

If this kills a player's last remaining crew disk, that player is eliminated from the showdown sequence of the game.

REWARD FOR SKILFUL SEARCHING

In the centre of the *Remora* board are 2 zones for placing crew disks (with 3 positions). Use these positions to place any crew disks remaining when the alien lifeform has been discovered (do not use these zones if the lifeform was successful).

Placing a crew disk in the first zone allows the crew players to choose and keep any 1 combat token.

Placing 2 crew disks in the second zone allows the crew players to choose and keep any 3 combat tokens.